

CONTENTS

- Second Life's a Beach The Perfect Gentleman finds the perfect wave, learning how to hang ten in the process
- The Wish Maker StarGazer Daylight finds a star and makes a wish with SL fashion maven, Suki R. Barrowstone
- Peering The incomparable poetess Luna Branwen peers out into the great expanse and changes our perspective
- Death and Taxes Gudrun Gausman ponders the absolutes and teaches us how to make a buck in Second Life
- School Days Regular contributor Adrian Blair reminds us of what we used to love/hate about school
- Weeds Elysienne examines the lowly weed and explores what it tells us about our neighborhoods and ourselves
- Cole Porter's Leg Only our very own Crap Mariner would tackle the very delicate subject of Cole Porter's leg

About The Cover:

The Perfect Gentleman gets out of his comfort zone and into a perfect pipeline, thanks to the expert teaching of surfer Kristen Wrydan. SL's perfect waves capture another addict. Jami Mills took this shot with a telephoto, not daring to venture into the surf.





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hangin' ten with the Second Life

by Harry Bailey



Northern Hemisphere, August is often referred to as the "dog days of summer." Adjectives like stifling, humid, oppressive, lazy, and sultry are all appropriate for this time of the year. Fortunately, for those of us in SL, we love our beach sims where the temperature is always mid-70s, the sky is always clear and dry, and the sun shines and the stars twinkle at our command.

So you ask what is one to do in this amazing climate during these dog days? This my friends is the perfect time for SL water sports! Why not take advantage of these perfect bodies (all age 27, and in buff shape) and get out there and risk our avatars with wild abandon? Haven't we all visualized ourselves at some point in a beach surf movie or video?

I am very happy to report that SL offers some amazing water adventures! And of course it would not be SL if it also did not provide activities beyond the constraints imposed in RL. Want to ride a whale? Never a problem! And quite an adventure, especially when they dive on your command. And who needs to worry about breathing under the sea with these amazing bodies!

I must confess that for this month's column to be accurate, I was required to visit and take an active part in beach activities on a number of islands. Of

course, what is a surf trip without a knowledgeable companion along to add appropriate style and analysis of the adventure?

This month I have enjoyed the privilege of interviewing Kristen Wrydan, both a RL and SL surfer who took time to share her knowledge with me. She also graciously offered to take me out for some surfing at one of her favorite beaches.

KW: Hi Harry.

HB: Thank you so much for helping me with my August column.

KW: My pleasure, Harry.

HB: I want to not just inform people that your avatar can surf in SL but that you can actually get into it as a sport, and there is an active group of surfers in SL as well. That is where I ran across SLSA.

KW: Our surfing spans a few different styles. The SSI boards, created by Sebastian Saramago and Heather Good-Liffe, are a main staple for competitions, and fun for surfing in SL. Completely different than SSI boards, HP5 script 6 and more by Leogarto Burt are also used for our SLSA (Second Life Surfing Association) competitions. All are personal preferences in the current epoch.

HB: So a lot of becoming a good surfer is knowing which boards to get and what scripts they run?

KW: And the position of the surfer on their boards. Surfing about spirit - - a fusion with the wave. We are One, like an artist, like a musician. A natural marriage, yet it takes a while. If one is happy then it all becomes Zen. A union of fun and virtual life. Chi is made up of good Chi, neutral Chi, and negative Chi, Balancing these three is key.

HB: Now that is what I hope to impart to the readers, the joy of finding the Zen experience through the art of bonding with the wave. Does that make sense?

KW: Yes.

HB: How much variation is there in the waves in SL?

KW: Waves are scripted and a lot are mesh constructs now. This lets lag get blocked so we may enjoy our freedom even more,



HB: WOW! I had no idea there was any place in SL where you could block the lag! Finding that perfect joining of the sea, the board, and the body for that positive Chi would be the goal of a good ride I presume?

KW: A harmonious thing - - many different waves and styles.

HB: As with RL surfing, the unpredictability coupled with the skill to read that unpredictability, and then the know-how to connect with the wave?

KW: Actually, the close-to-perfect balance just comes. It's really already there. You just need to get a welcoming perception. < smiles> With activity and continuing practice, of course.

HB: I was just about to say that "welcome" comes with time and patience as you work at perfecting the skill and the feel of the environment.

KW: We need to have cognitive knowhow, a prediction and experience of when to make our correct and strategic moves. To engage waves as in RL surfing. Then Bingo!! Our recipe is good!!

HB: How long did it take you to get comfortable with SL surfing? How long have you been a RL surfer?

HB: And do you find the same challenges and excitement mentally when you SL surf as with RL surfing?

KW: I do. I find both powerfully engaging! <smiles>

HB: Well, that is quite something for someone in SL. Most here do not ever make that connection I think. That is as SL is supposed to be. :) How often do you surf in SL versus RL?

KW: Mostly I surf in SL. I live on the Atlantic Coast, my waves are sporadic, and I need to drive a long distance to surf. I did learn on small Pacific waves.



KW: I started in RL at 13, and at six months in SL. That was when I became a natural and accepted the good vibes, and surfing really started for me. HB: Do you aspire to become a SL surf champion perhaps?

KW: Actually I am on 2 teams, but never competed, only mini comps, not major Brazilian comps. I do admit I would be a powerful secret weapon...

HB: Why not compete more?

KW: I feel I would lose some karma in my bond with the wave. My performance would go commercial. It would change my empathy for SL surfing.

HB: How would you advise someone with no RL surf experience to begin surfing in SL?

KW: Surf with me. Or perhaps get in touch with Colleen Bennan, a wonderful lady at Tsunami Beach, a Hall of Famer and at one time, a second place winner of the season.

HB: Where are some good places for beginners to start and what are your favorite beaches?

KW: Tsunami, Ocean Shores, Chi, and T'AI all have active social climates. And join SLSA at Solace Beach.

HB: That is one of the huge positives I see from this sport in SL. Active social climates.

KW: Yes, and many parties and functions supporting charitable causes.

HB: How welcoming are the established members to helping and accepting noob surfers should they want to learn?

KW: Most are so kool!! They go overboard to assist and share warm welcomes. <smiles> They want surfers to establish the naturality I spoke of.

HB: If you don't mind one last question, what surfboards would you recommend and which surf shops are the best to shop for good gear?

KW: Perfect Waves surf shop, Desi Beaumont on Crystal Beach, Sally LaSalle on CHI, Sniper boards on CHI.

HB: Well, you are certainly a great ambassador for the surfing community of SL. You are also, by the way, a wonderful interview:)

KW: <smiles> Thank you, Harry.

Now that Kristen has inspired all of us to go out and explore and experience these locales, you must have the proper attire to feel the warmth of that sun and the grit of that sand between your toes. Just as with my Winter sports column back in January, the SL activity only feels right if you look the part and share the experience with good friends, your partner or both.

First stop is summer sport shopping. Kristen gave us several recommendations, now get out and SHOP! If you are already an experienced surfer then you know the drill, board, wetsuit, aqua socks perhaps, appropriate tan (yes,



here in SL we purchase those at the mall, cancer free!), and cover up clothing for evenings on the beach. This whole new beach wardrobe acquisition trip alone should make for a wonderful evening's shopping at the very least!

As you start your search, one warning: read all the beach sim notecards before any purchases. Some of the surf islands waves only work with boards purchased at that sim. Also, most of the islands give you instructions on where and how to rez and ride your board. Surfing in SL does take some practice and skill. Most of the best surfing islands also provide free demo boards you can use to get a feel for the waves and the sport. Fortunately, if you fall off your board, you drop to the bottom and can still fly up and out of those waves!

Next is a critical decision: do you want to look like you are an old surf pro and go for the wet suit or do you want to show off that multi-thousand linden body and skin you have enhanced with various shape and size adjustments? If so, then perhaps the skin tight speedo or bikini is more your style. You can relax, as even the most demanding waves never strip off those bottoms or tops. That may occur later, perhaps, on some of the romantic secluded spots that exist in the "A"dult surf islands;) At the moment, however, we had better get back to the surfing and leave the extracurricular beach activities to a bit later in this article.

So, now you have that surfboard and that surf attire. What next? Time to wander through a few of the surf spots and get a feel for the differences, and find the style you enjoy. In addition to those Kristen mentioned, several "Wave" vendors have surf venues that are open to the public to demo their wave styles and animation abilities. These can range from small white breaking waves on sandy beaches to the Bonsai pipelines that do require some skill in SL to grab the wave, hold the wave, and then ride it along parallel to the beach as long as possible to that final perfect 10 dismount just off the shore. I recommend getting into your beach look and taking a few evenings wandering through various surf islands to find one you and your surfing partner or tribe feel is the most comfortable.

I will also add that some of the islands are restricted to group members, or those with "A" status. And some are exclusive to those with REAL surf abilities and experience. As Kristen mentioned, there is even an SL surfing association island that hosts competitions and has a trophy pavilion just next to its landing point. These may or may not be the place to begin, depending on how serious you want to be about uncovering that Zen experience and the joy of the surf.

Just as with beach sports in that other "Real" life that is rumored to exist, variety is critical to keeping the SL experience fresh. I can assure you that if you only try one beach and one wave, you will quickly grow bored of this sport.

The more spots you search out and spend time in, the more fun it becomes. Also, this is one area where the SL search function works well. You can quickly find and sort through dozens of sites that are well described, for the most part. This allows you to explore the SL world from Bora Bora to Hawaii to Sydney, avoiding several thousands in airfare as you teleport across borders with ease.

One of the great places for beginners to all water sports, not just surfing, is Bora Bora. This sim has free boards to ride on, easy waves, and the ability to ride across sim borders. Additionally, it offers free fun besides standard surfing. Ever dream of surfing along on a whale's back? It can be done in this sim. Also wind surfing and balloon rides are easily found on this beach. Grab that catamaran and some wind, and explore these islands that do, in fact, remind one of the beaches of those rumored Real Life islands, Bora Bora or Morea. A word of warning: keep track of what direction you are sailing off in or you can quickly get lost! Although this, in and of itself, provides plenty of fun, as one can always hop off that windsurfer and teleport back to the landing site to grab a whale for a while!

So, now you and your friends and/or partner have enjoyed a day of exhausting water sports. How do you follow it up? This is one area where SL island

owners have worked to follow up and maintain the feel of the RL beach experience. Most offer spots to dance in beach front clubs such as the Byron Bay Surf Club, many with thatched roofs. They also have those amazing campfires along the beach and fire pits surrounded by groves of palm trees. Having been to RL Bora Bora several times, I can attest to the fact that they do have the feel of those real life Motos that exist for escape from reality.

Think about it. When was the last time you actually spent time with friends around a moonlit campfire under palm trees listening to soft island music and forgetting all else? I suspect if you are like this old PG, it has been way too long. And let us not forget the potential to dance alone with your partner on the beach in a secluded palm grove. Easy to do on most of the watersports islands.

One of the islands even includes a beat up vintage VW microbus, complete with a couples massage animation set in the back! Obviously this is meant for um, "physical therapy" after that day of demanding muscular activity out on the oceans of SL. I know I feel much more refreshed after a day of physical activity when I end it with a refreshing beach massage.

I doubt I need to get into any specifics about what other animated activities are available in the "A"dult rated islands, but they do allow a lot of variety for getting off the beach and spending some quality holiday or vacation time away from your SL home with your partner. I would not count on running into many singles around these islands, as they were mostly deserted when I toured them for my research. This PG has worked to provide you, my devoted readers, with a full report on beach sports available in SL.

Hopefully, as you finish this month's reading, you will be revived and ready to explore and escape into SL with vigor and excitement. I mean, really! Where else can you enjoy perfect weather, uncrowded, jellyfish-free beaches and huge variety with the convenience of teleportation? I think this late summer I will be spending the dog days in the water and among friends, taking time to stop and appreciate all the very best SL has to offer, no matter what viewer one is using. Hopefully, we shall enjoy a campfire under the moonlight after a hard day of surfing soon!



CAT'S BEACH GALLERY

http://slurl.com/secondlife/Zebrine%20Island/94/... 0/22





How do you feel when you find a lucky penny, a four leaf clover or an extra \$20 in your purse or pocket that you had forgotten about?

What if you finally find the perfect shade of lipstick or that perfect model girl or boy? That about says it all.

I call that person Suki.

In SL, there are those who lead, those who just come to chill out, and those who do a bit of both. There are the wonderful designers of clothes, creators of scripts, teachers, builders, artists, and so many more who just make SL pleasant and so much like RL. That makes it an attractive place for everyone who logs on, so much so that friendships are formed, marriages occur that even blur across into RL. These are the people that make our dreams come true.

And, for this first article in the new fashion corner of rez, we are lucky enough to have a chance to see some of the inner workings of the fashion world from one of its leaders, Suki R. Barrowstone. She is a superstar to many, but demurs when offered that praise She is humble and kind, philanthropic and full of knowledge, busy yet calm. To some it may seem like a paradox, but here is some of who she is, and why these things are all so.

Being a new reporter for rez, creating Star's Corner has been a bit unnerving. Then, to start it off by interviewing Suki was a challenge for me to be sure. Suki, a name based on a character in the beloved opera Madame Butterfly, is a very active person, but when time came for an interview, she was available for well over four hours! Never rushed and never impatient. We started as most interviews do, with pleasantries and courtesies. I chose to sit with her in the SL Botanical Gardens and covered as much ground as we could, but the interview could have gone on nearly forever. Like a Firmament full of twinkling balls of beautiful fire, the delicacies were picked up one at a time and each laid bare, another twenty more hiding behind it.

For background, this marvelous person has been with SL for just under five years. She came on casually under the recommendation of her sister who saw opportunities, although I doubt as broad as she has, in fact, explored. You wouldn't think so in a thousand years, but her first big accomplishment was heading the Rogues USA MC, yes as in the Motorcycle Club, now part of Rogues World. That was a shocker. She also was a cheerleader for the SL Football League and cheer coach for the Dallas Cowgirls. In fact, the former is where she met her husband (OK SLusband), Navarre Barrowstone.



As with everything else, Suki has relied on her three principles of perseverance, integrity, and faith to help her succeed. And succeed she has. She first got involved as an instructor with Dallas Modeling Corporation. She worked closely with its original founders, Martina Seetan and Martin Glom, Martina's RL husband. In time, Suki was promoted until she became CEO two years ago, and then sole owner seven months ago when Martina moved on to other projects. It was then that she renamed it the Dallas Modeling Company.

Not long afterwards, Suki came up with

the real groundbreaking idea, to run DMC like an agency, just as in RL, finding work and negotiating deals for her models. This was not something previously done and still not widely done in SL. Real advocacy work.

All this leads me to how she truly star ted earning the moniker the Wish Maker. Although she was dubbed that by October Bettencourt (of October Studios and October Magazine, where Suki also works as an editor), there is a story that highlights it best. Lopez Fairlady, currently COO of DMC and Vice Principal of DMA, had been wishing that someone would notice her modeling talents and help her advance in this field. Well, at first Suki offered Lopez the job of instructor. A year later she recognized Lopez's talents beyond modeling and promoted her to be the COO of DMC. They have been working together well since. Suki continues to make wishes come true. Just recently, she got one of her male models into the mens fashion week, an SL dream of his, after he first missed the casting on his own. That is what agents can do. It was groundbreaking. Honestly, I doubt many people even know agents exist in

Suki has relied on her three principles of perseverence, integrity and faith.

In the three years or so she has been with *DMC*, the academy has successfully run approximately one hundred models through the training program. Her agency accepted with no barriers all who completed the schooling and desired to continue. For those unfamiliar with these modeling schools, the tuition is not cheap but well worth it for those who truly aspire to make it in the SL modeling field. It requires putting in

has been a makeup artist and a model briefly (although the icon Willamma Ford thought she was too short at 5 foot 7 inches, amongst other less important issues). More importantly, she grew up around RL stylists, models and fashion photographers. Perhaps most significantly, she praises her father as a passionate and thoughtful man who knew everything about photography. Suki has a very personal and touching story about him that I hope to share with you another time. I think it will

Model's Workshop is...a wonderful resource for up and coming models.

six weeks with 1-1/2 hour sessions two to three days each week, not an inordinate amount of time to achieve such an important career in your SL life. In addition, Dallas Modeling Academy also makes the models seal their success by having them spend another two weeks preparing their own graduation fashion show. This puts the finishing touches on their knowledge, and guarantees the confidence to embark on their fledgling careers.

Somewhere during this discussion, Suki digresses into a heartwarming reveal of her background and why she is so successful, She is a RL instructor but bring tears to your eyes, a sign of the dignity she learned as a child. She notes her father is a real *mensch*, a Yiddish word meaning 'a person of integrity" she advises me.

That, however, is not the end of Suki's story. Far from resting on her already notable accomplishments, she has gone to the next level. She has also become CEO of *Model's Workshop* after its widely known and respected founder Monica Balut moved on herself to new opportunities. *Model's Workshop* is a concept and a place, for those who don't know; a wonderful resource for interested, up and coming models. It is

also worth noting here how easily Suki is able to share credit. She insisted that I make sure to mention how invaluable Jena Adder is as COO of MW. It is this type of humility that makes one see just how true to the core she is.

This was only further reinforced by an other thing I learned about her. As if she weren't busy enough, she also makes sure to donate a generous portion of profits through *Models Giving Back*. Jamee (Sandalwood) Binder is the CEO for this laudable effort. Through this endeavor, they have raised RL money for the National Breast Cancer Foundation and the American Heart Association. Several others do similar work but they are the exception not the rule, and here I have to say I highly respect those who do this type of charity. Shouldn't we all?

Querying about fashion in alternative universes in SL, I was happy to learn that her school has accepted furries as students. They have not yet had a Tiny, but imagine it is only a matter of time. Are there Tiny models out there yet?!

Finally, if you thought that was enough, Suki has met with Second Life's founders, the Lindens, to discuss having a SL-wide Family Day for all types of families. This is impressive, for it truly represents what SL is about, its creed and culture. With Suki in the midst of it you will certainly hear more

--- here or through other informational outlets in SL, sooner than later.

Perhaps you are now getting my drift about why she truly is a superstar, des pite her reluctance to accept that term. Suki noted that DMC (the agency) has a diamond as a logo. I think that describes the magnificence of a stone that dazzles, clear and pure, but also the person behind the avatar and the institution she has developed. She also notes that DMA (the modeling school) uses a butterfly as its logo, elegant, enchanting and always on the move. Their slogan is "changing avatars into models." After my spectacular, really breathtaking tour of DMC and DMA, which grounds she built, I realized just how she breathes life into everything around her, fulfills dreams and makes wishes come true. It was a nearly surreal day, and when I finally left, I realized - as if magically - that now my own wish list was starting to grow as well! Inspirational I would say. Suki the Wish Maker!!









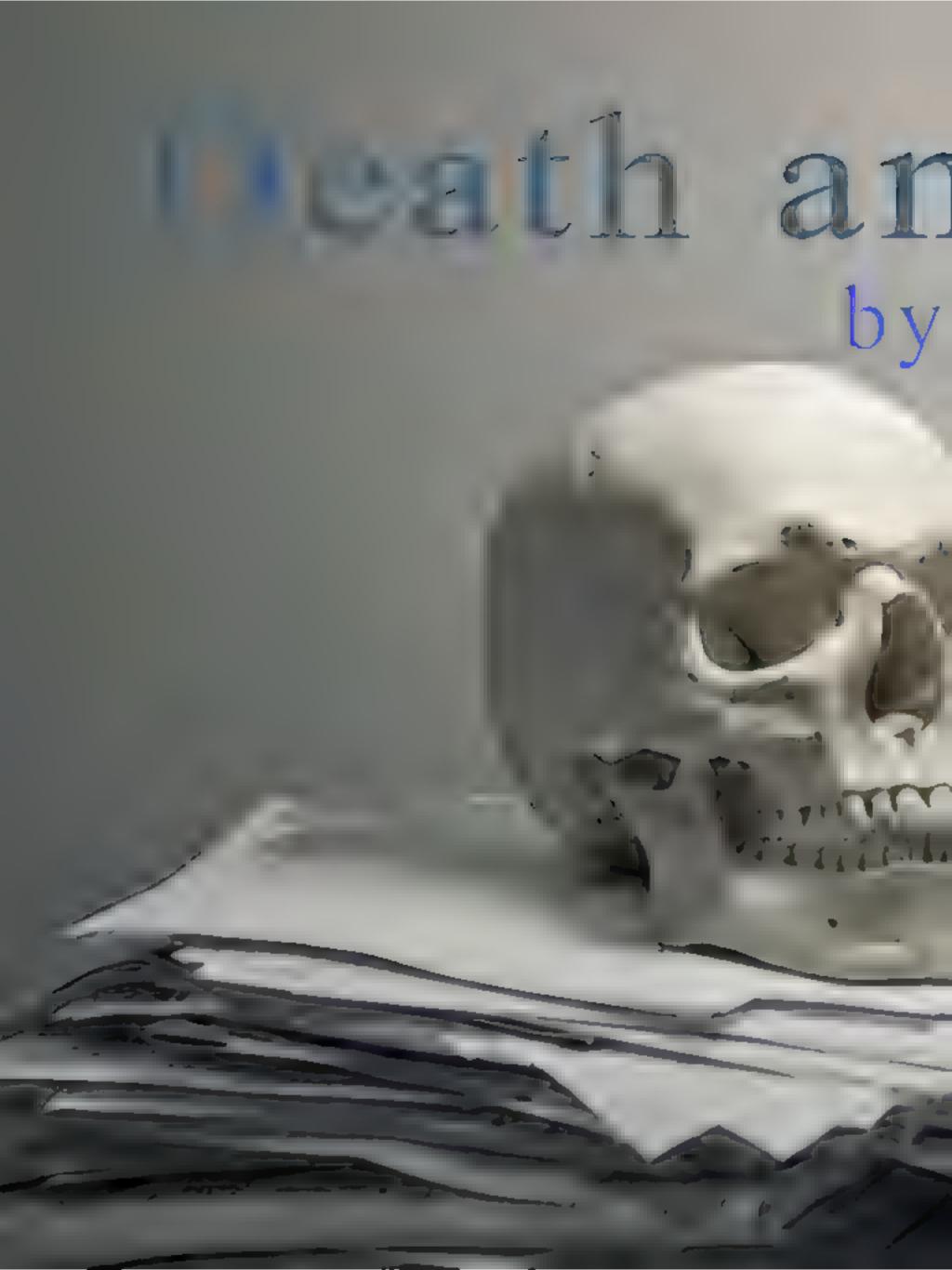
by Luna Branwen

meaking Spirit myoking the muses all nine of them that's aght nine

This window is wide open looking can toward sun rising house line the shore breaker relieve the swell with every low to ward rush out to ghi end be ghid.

The scean bay in glassy water, reflect the lepths of the myriad who have ailed here, walked here, dreamed here in peace, dreamed here in this place, so avidly created beautiful.

This eyes-wide of en vision peering leeward ross the sea's expanse, then docks that sit at water's edge awaiting sails be raised to carry far the dreamer's dream the sailor's longing, the sun now high the sky wide open, the blues too much to bear such beauty calls to all who would see it.



Id Taxes Gudrun Gausman



What's Your Issue?

a monthly advice column by Gudrun Gausman

Dear Gudrun -

I am wondering if it is worth investing my money and effort in Second Life. The game seems to have lost its fizz. Businesses and clubs are closing, it seems, because no one is showing up.

Can a new entrepreneur become successful in SL? I know that some would say that if I know so little that I need to ask random strangers about it, then I need to hide whatever cash I have, and go to a bookstore and buy a book, or go to a college and take a course. But, you are not a random stranger. I, as is the case with many in SL, see you as a savant... I know your advice will see me through the quandary I'm in.

Please help,

Flat Soda

Dear Flat -

"He who bemoans the lack of opportunity forgets that small doors many times open up into large rooms."

So you're wondering whether or not Second Life can support your venture? You're wondering if there's enough commerce in Second Life for you to make a profit? All that hype that used to be in the Tech media about Second Life being an outpost of large corporations has long since gone. But, that wasn't what Second Life was about. Second Life is alive and well.

Don't worry about investing your

part of its SL 10th anniversary celebration back in June. Since SL's inception:

- 36 million accounts have been created
- \$3.6 billion (USD) has changed hands for virtual goods and services
- 217,666 years (equivalent) have been spent in SL by users
 - 1,000,000 visit SL monthly
 - 400,000 register monthly
- 700 square miles SL land mass – 14 times the size of San Francisco (where LL is)
- 2.1 million virtual items are for sale
- 1.2 million transactions take place daily

The Linden....has proven remarkably stable over the period of its existence.

money and efforts (but, at the same time, don't bet the farm). There is no shortage of chumbolones such as myself who do nothing in SL but spend money (and win the occasional Zyngo jackpot). We will buy pretty much anything that is beautiful, fashionable, funny, or just fun.

These stats are from the info graphic Linden Labs presented as

This economy is based upon the Linden, which has proven remarkably stable over the period of its existence. The goal of a modern currency is to more or less equal the amount of goods and services in an economy. As long as this equation holds up, the economy remains stable. If there is too little money, the economy stagnates. Governments manipulate this. If a

government creates currency irresponsibly, for instance simply to cover a deficit, inflation occurs, resulting in higher prices and wages. If there is too little money, on the other hand, the economy stagnates. Since economies tend to grow, creation of more money is common.

The Linden is, of course, a "fiat" currency. This does not mean that it was issued by an Italian automaker, and that it will continually need to be "fixed again by Tony." What it means is that it is not linked to any material resource, such as gold. The US Dollar itself became a fiat currency in 1973. Today, all national currencies, including what used to be known as the Pound Sterling, are fiat currencies.

- 2 The Linden is backed by the precious commodity vaporware. You've heard of the rare earths used in everything from computers to car mufflers?? Well, vaporware is like that. It is essential to Linden technology. Trust me, SL is full of big ideas that will revolutionize the way you play. Just look at the latest viewer versions.
- 3 Vaporware? Where else can you sell land the doesn't REALLY exist? (Well, of course you can. But where else is it legal?)
- 4 Vaporware? You can even sell thin air air not even having the added value of being pumped at a gas station. You can buy air to live in or do business in up in the sky.

The Linden is a terrific tax shelter. (At least so long as no one is looking)

Ummm... This means all money is imaginary. It's good that so many people are imagining it, LOL.

But the Linden has been remarkably stable for YEARS:

1 - Each Linden is worth \$.00408. This has been true for years, give or take 1/1000 of a cent.

- 5 I'm guessing that the Second Life economy represents at least one-third of the entire world's virtual goods ("vaporware") market.
- 6 Vaporware is rapidly becoming indispensable as well as precious. No one in the world can live without it. It's central to much entertainment.



"I know that money is only imaginary, dahling... it's good that so many people imagine it!"

- 7 The Linden has a unique status in the world economy. After all, there are some words you never hear in SL bunko, con, flim flam, gaffe, grift, hustle, scam, scheme, swindle, bamboozle. Hmmm.
- 8 The Linden is a terrific tax shelter. (At least so long as no one is looking, and no one has... much... yet.)
- 9 You will never see a sign in SL that says "We do not accept Lindens." And I don't care WHAT country you THINK you're in.
- 10 Lindens are far more widely recognized than Monopoly money, chocolate doubloons, or licorice dollars.

Given this healthy economy, what are your opportunities? Putting on my savant hat, I see four major "industries" in which SL residents invest their time and spend their money:

FASHION - The biggest industry in terms of volume.

This is probably the number one way to make money in Second Life. There is a huge range you can work with for both women and men: ignoring basics like avis and skins, there are all varieties of clothing,

shoes, and makeup, and there's nothing to stop you from adding to the diversity of offerings. But remember, only quality sells ... anybody can make a piece of junk.

Making really good stuff can involve some 'edumacation'. You will need to spend plenty of time just learning. Practice and become really good at what you are doing before investing all of your energy in trying to compete. And build a nice store even if you hafta hire a contractor.

LAND - The biggest industry in terms of pricing.

Unless you gotz huge cash that you're willing to invest, do not even consider this. In SL, top land owners, who pay a lot for a lot, get deep discounts on tier expenses. If you intend to start with one sim and work your way up, you're probably fighting an impossible battle. What's more, the land market in Second Life is extremely depressed right now. There's simply too much inventory available.

BUILDING - Variable, building sales, construction contracting.

As with the fashion industry, you must develop a unique high quality product. Is there a type of building or an amenity that is unavailable?

That is your entree.

"ADULT" SERVICES -

You can minimize your expenses by coming onto someone else's land and providing your services there for a fee, rather than creating your own premises. This requires an investment in the various props you need such as clothes and other accessories. On the other hand, Death and taxes - In RL these are certainties, in SL not so much. To be sure, your real life will someday end. This may come as a shock to some young people ... sorry to be so blunt, but it's true. Nevertheless, your SL avatar will live on, waiting to be revived by anyone who knows or can guess your password. (You could leave it in your will.)

Starting a club is one of the most difficult and time consuming things you can attempt.

you may be more comfortable with your equipment having been installed on your own turf :=P

START A CLUB -

EVERYONE wants to start a club in Second Life. I don't want to say that it is completely impossible to earn Lindens by starting a club; however, it's one of the most difficult and time consuming things you can attempt. It's only years later that you will know whether or not you were successful.

DEATH AND TAXES

As far as taxes, there is no official mechanism for taxing SL profits. But proof of SL's viability lies in the General Accounting Office's interest. The GAO recommends that IRS find relatively low-cost ways to provide information to taxpayers, such as on its website, on the basic tax reporting requirements for virtual currencies. Why? Because according to Linden Labs, residents exchange more than US \$150 million worth of Linden dollars per quarter, Duh...

Can virtual transactions be taxed? Transactions within a "closed-flow" virtual currency system do not produce taxable income because the currency can be used only to purchase virtual goods or services. In an "open-flow" system, virtual currencies can be used to purchase both real and virtual goods and services, as well as be readily exchanged for government-issued currency, such as U.S. dollars. The GAO's example of an open-flow currency designed primarily for use in a virtual economy is Second Life Lindens.

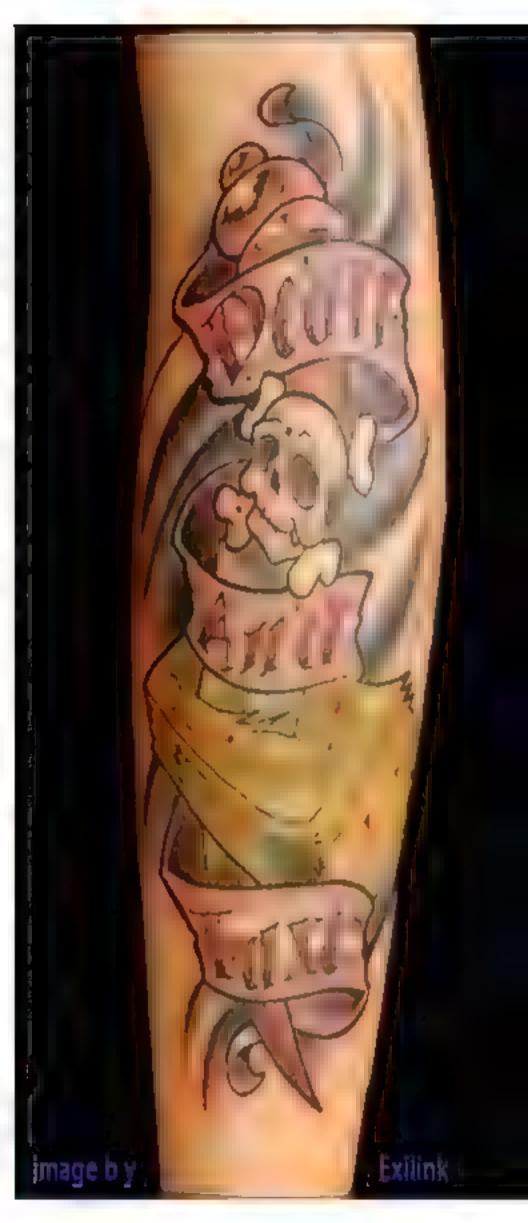
Factors that prevent their checking up on you are anonymity and hazy borderless transactions := P

The GAO and IRS think you simply should be forthcoming about your Linden profits. LOL.

I hope I have helped you decide...

TC~

Gudrun





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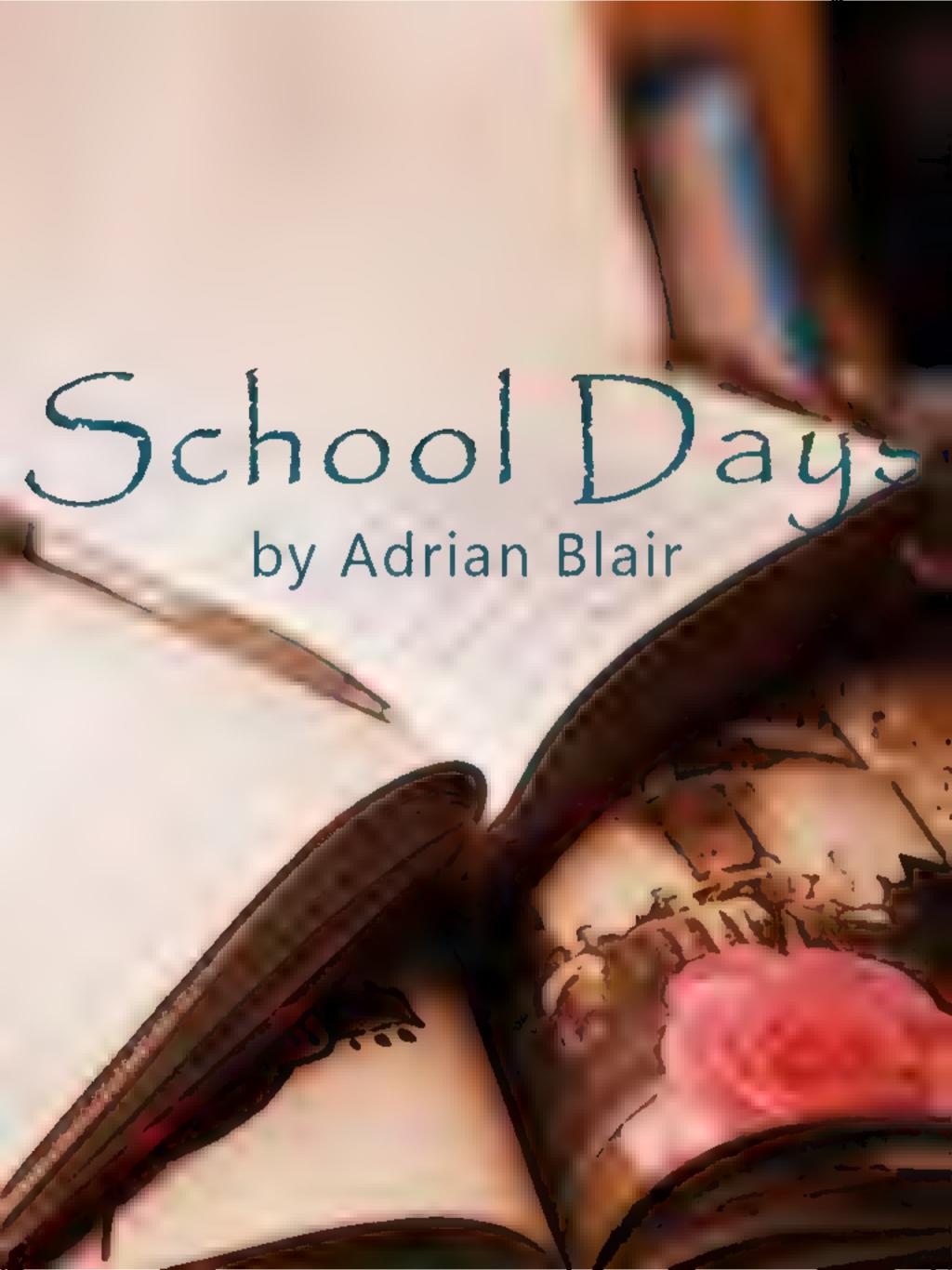
If the answer is yes then rez is the answer for you. With thousands of subscribers in-world and a complete online presence, you can't go wrong advertising on rez

To join the rez family please contact:

Jami Mills in world or at JMills312@gmail.com
for more information.

rez

The SL Arts and Life Magazine





No one came to the class

"Why the Romance Languages Should Not

Be Used For Describing War"

because everyone was in

"The Love Songs of the Arctic Explorers"

—it was summer and 103

and anything written in the Arctic

seemed redeeming.

People are attracted to the impossible and that scares me.

"How To Decipher the Constellations

By Reciting Lost Cargo Cult Incantations"

did pretty well until most of them were arrested

for obsessive saluting.

"Gearing Up For The Parousia"

was standing room only.

I only heard someone mention petons,

shopping carts and lightning

and another say. "Cool, so Rex can come."

as I passed the door.

This isn't a poem of course.

You have to go to "Venerable Swans And Ivy Longing

To Be An Empire On The Tongue" for that.

I'm just here for the milk and cookies

and watch the custodian waltz with the floor waxing machine.

We e d s by elysienne



grow in places you'd never care to visit,

festering and thriving where bricks crumble and slowly melt into the cracked concrete from the rains

you protect yourself from

even though you never visit this part of town where passing trains rattle in metallic clacks clapping at the sky where once people looked out and were amazed.

In your correctly designed and manicured gardens weeds are a threat of chaos

but here they grow and run riot freely

rustling in the wind so softly singing alien songs of celebration.

Weeds

put your lies of enduring human forms to rest your roads, walls, houses, museums, places of worship and galleries all threatened by weeds.

Weeds beckon you to come witness
great relics and know nothing buildings, all the same
all swallowed up and crumbled into the earth by weeds
How can you think it would be different for your part of town?
weeds don't have an occupy movement.
they are not socialist or capitalist
they didn't debate barbarian refugee hordes in the Roman senate



they aren't part of your system or history.

I look out across the vista of a storm flooded alley, where the asphalt has been worn to reveal the broken brick pavement underneath.

The walls of a crumbled factory have tumbled down across the path breaking up the water here in there in patterns only I fancy I can detect and everywhere, there are weeds growing.

This place of weeds

is my gallery, my house, my museum, my road and my place of worship.

I do not own it.

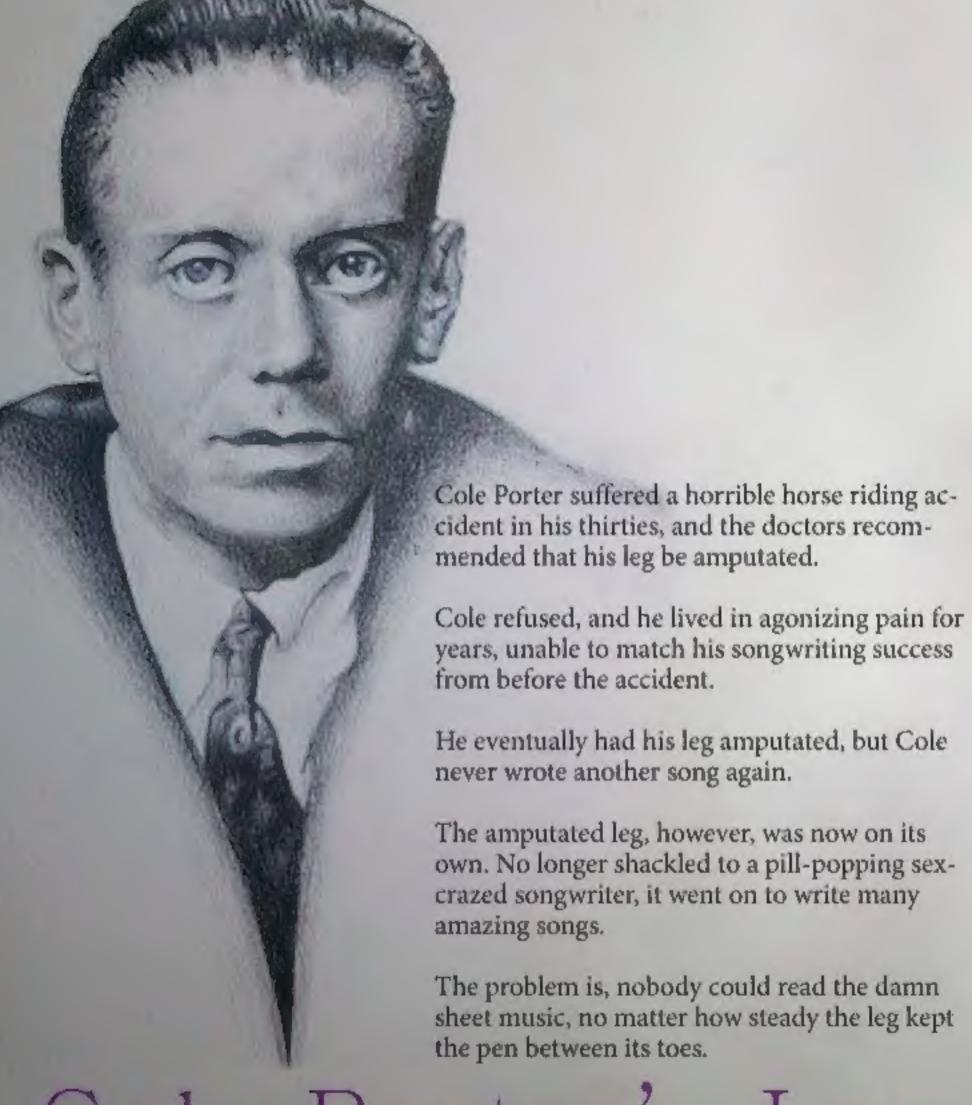
I see evidence of others in long faded cigarette butts and shattered beer bottles.

Perhaps it wasn't always so desolate here, years before some youthful woman came for visits with a notebook and camera....

but the weeds give me cause to wonder

at those things we have in our minds which we ignore, like urban commuters who step over homeless human like forms.





Cole Porter's Leg by Crap Mariner

image: Hambuster 122

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